|  |  |  |
| --- | --- | --- |
| **BEIBIN LI** | | |
| ·beibin.li@yale.edu ·(901) 734-3790 ·Skype: beibin79 ·BeibinLi.com ·23 Nicoll St., New Haven, CT, 06511 | | |
|  | | |
| **EXPERIENCE** | **Yale University School of Medicine** | August. 2015 - Now |
|  | *Research Fellow at Child Study Center* | |
|  | ·  Design Eye Tracking systems by using Presentation, SR EyeLink, Eye Tribe, Arduino, etc. | |
|  | ·  Use Matlab, Python, and R to analyze data; Implement Virtual Reality project | |
|  | ·  Communicate with five sites to coordinate eye tracking experiemnt | |
|  | **University of Michigan Engineering School IA** | 2014 - 2015 |
|  | *EECS 376 Instructional Aide (IA) and Grader* | |
|  | ·  Taught Discussion sections on Finite Automata, Context Free Language, Turing Machine, NP problems, etc. | |
|  | ·  Held office hours, and answer questions in online forum. More than 10 students come to my office every hour | |
|  | ·  Designed section notes, homework and exams, and grade exams for more than 300 students | |
|  | **Transportation Research Institution, UM** | May 2014 – April 2015 |
|  | *Research and Teaching Assistant* | |
|  | ·  Collected transportation experiment data and use JMP and R to analyze | |
|  | ·  Designed visual roads for the driving recognition system using ISAT, so that experiment can be conducted | |
|  | ·  Taught students using software: Jack, Morae, Cogtool, and IMPRINT to practice human factor analysis | |
|  | **The Mathematical Contest in Modeling (MCM)** | Feb. 2014 |
|  | *Honorable Mention -“Best College Sports Coaches”* | |
|  | ·  Applied AHP (Analytic hierarchy process) to analyze the college sports data | |
|  | ·  Implement linear regression to compute the distribution variances of data using R | |
|  | ·  Coordinated with other group members | |
|  | **China Entrepreneurship Network, UM** | 2013 - 2014 |
|  | *Core Member in Marketing team* | |
|  | ·  Organized series of activities, such as China Business Challenge Competition and featured China Business Seminar, expanding brand influence of association | |
|  |
|  | | |
| **PAPERS & ABSTRACTS** | **Modified DBSCAN Algorithm on Oculomotor Fixation Identification** | March. 2016 |
| *Beibin Li, Quan Wang, Erin Barney, Logan Hart, Carla Wall, Katarzyna Chawarska, Irati Saez de Urabain, Timothy J. Smith, and Frederick Shic* | |
|  |
|  | Eye Tracking Research and Applications 2016 | |
|  | **Optimality of the Distance Dispersion Fixation Identification Algorithm** | March. 2016 |
|  | *Beibin Li, Quan Wang, Laura Boccanfuso, and Frederick Shic* | |
|  | Eye Tracking Research and Applications 2016 | |
|  | **Thermographic Eye Tracking** | March. 2016 |
|  | *Quan Wang, Laura Boccanfuso, Beibin Li, Amy Yeo-jin Ahn, Claire E. Foster, Margaret P. Orr, Brian Scassellati, Frederick Shic* | |
|  | Eye Tracking Research and Applications 2016 | |
|  |  | |
| **TALKS** | **Background Music and Sound Effects in Human-Robot Interaction** | Oct. 2015 |
|  | *Beibin Li, Laura Boccanfuso, Stephanie Valencia, and Frederick Shic* | |
|  | Northeast Robotics Colloquium 2015 | |
|  |  | |
| **EDUCATION** | **University of Michigan, Ann Arbor, MI** |  |
|  | *Bachelor of Science in Mathematics and Computer Science* | May. 2015 |
|  | ·  Overall GPA: 3.68/4.00 **|** University Honors | |
|  | **Course Highlights:** Adv.Object-Oriented Programming, Introduction to Algorithms, Computer Organization, Theory of Computation, Introduction to Database, Introduction to Computer Security. | |
|  |
|  |  | |
| **AWARDS** | **The Mathematical Contest in Modeling (MCM) Honorable Mention** | 2014 |
|  | **University Honor (University of Michigan)** | 2013, and 2014 |
|  | **Presidential Scholarship (Rhodes College)** | 2010 |
|  |  | |
| **PROJECTS** | **Meeting Manager (C++)** | Sept.– Oct. 2014 |
|  | ·  Designed a meeting management command line software by using classes for abstraction and encapsulation | |
|  | ·  Implemented linked-list, array, and string that behaved like build-in types; used strong exception guarantees | |
|  | ·  Managed dynamically allocated memory with copy and move construction and assignment | |
|  | **Medieval World Game(C++)** | Oct. - Dec. 2014 |
|  | ·  Developed a command line game that allows the player to create different characters and buildings | |
|  | ·  Applied C++ idioms and design patterns (MVC, Composite, factory, etc.) so new features can be added easily | |
|  | **Stock Exchange (C++)** | Mar. 2014 |
|  | ·  Designed an electronic exchange simulator by using priority queue to store buyers’ and sellers’ bids, | |
|  | ·  Stored each stock’s information using Hash-Table | |
|  | **Course Scheduler (C++)** | Feb. 2015 |
|  | ·  Completed back-end website design for students to schedule courses in the following year | |
|  | ·  Designed and implement algorithm in PHP, and import 10,000 courses into SQL database | |
|  | Coordinated with front-end developers | |
|  | **StagePlay (Swift)** | May. 2015 |
|  | ·  An iOS Application for drama players to practice their lines and to collaborate with their partners | |
|  | ·  Main Feature: line-by-line display, performance recording, script editing, etc. Compatible with iPhone and iPad | |
|  |  | |
| **SKILLS** | **Languages:** English (Fluent), Mandarin (Fluent), Cantonese (Conversational) | |
|  | C++ (Fluent), Python, Matlab, R, Swift, SQL | |
|  | **Platforms:** Windows 10, Mac OS, Linux | |
|  | **Software:** Office, Xcode, Vim, Visual Studio, Eclipse, R, JMP, Matlab, Mathematica, SPSS | |